

Simulated Annealing

A Montecarlo Algorithm for Non-convex Optimization

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General setting

The problem we want to solve is a minimization problem:

Optimization Problem

$$\begin{aligned} \min_x \quad & f(x) \\ \text{s.t.} \quad & x \in \mathcal{X} \end{aligned}$$

where $f : \mathbb{R}^P \rightarrow \mathbb{R}$ and $\mathcal{X} \subseteq \mathbb{R}^P$.

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In general, we need to approximate the solution whenever the function f is complex and the global minimum is difficult to find analytically.

Non-convex problems

Many algorithms struggle when the function has more than one local minimum, i.e. when the function is not convex.

1D Ackley's function

$$f : \mathbb{R} \longrightarrow \mathbb{R}$$

$$f(x) = -ae^{-b\sqrt{x^2}} - e^{\cos(cx)} + a + e$$

where we chose as parameters $a = 15$, $b = 0.1$ and $c = 2\pi$.

Non-convex problems

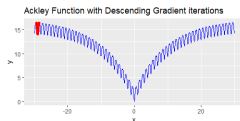
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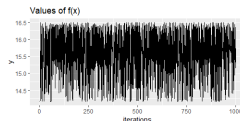
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(a) Iterations GD



(b) Values plot GD

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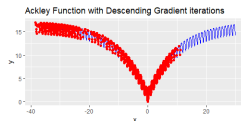
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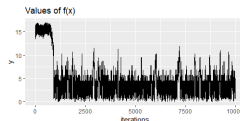
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Long Step



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Simulated Annealing Algorithm uses randomness to overcome the problem: the algorithm takes inspiration from the process of annealing of materials.

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- The algorithm then simulates the process of **heating** of the material: in this way the particles move from initial equilibrium state (that could be a local minimum);
 - The following slow **cooling** process let, then, the particles to set in a lower energy state (that should be the global minimum of the energy function).

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- 6: Temperature t is decreased following an annealing schedule;
- 7: Steps 2 – 6 are repeated until $f(x)$ no longer sensibly decrease.

```
1 while (i < maxit & abs(delta_y) > eps) {
2   x_[i] = x[i] + rnorm(1, mean, sd)
3   y_[i] = f(x_[i])
4
5   delta_y = y_[i] - y[i]
6
7   if (delta_y <= 0 | runif(1) < exp(-delta_y/t[i])){
8     x[i+1] = x_[i]
9     y[i+1] = y_[i]
10  }
11  else {
12    x[i+1] = x[i]
13    y[i+1] = y[i]
14  }
15
16  if (y_[i] < y_best[i]){
17    x_best[i+1] = x_[i]
18    y_best[i+1] = y_[i]
19  }
20  else {
21    x_best[i+1] = x_best[i]
22    y_best[i+1] = y_best[i]
23  }
24
25  if (i %% N == 0){
26    t[i+1] = a_s(t_in, t[i], i)
27  }
28  else{
29    t[i+1] = t[i]
30  }
31  i = i+1
32 }
33
```

Listing: Simulated Annealing Loop

Input

Our `simulated_annealing` routine takes as input:

Input

- `f`: the 1D Ackley's function shown at the beginning;
- `a_s`: the annealing schedule (when not specified we take logarithmic annealing);
- `x_in`: the initial guess x_{in} (we took `x_in` = -29);
- `mean`, `sd`: the parameters of the gaussian that generates the new samples (if not specified `mean` = 0 and `sd` = 1);
- `t_in`: the initial temperature (if not specified `t_in` = 1);
- `maxit`: the maximum number of iterations, set to 10^5 ;
- `eps`: the solution tolerance, set to 10^{-5} ;
- `N`: the number of iterations before cooling, set to 10.

For the sake of reproducibility we set a seed of 2111.

Annealing schedule

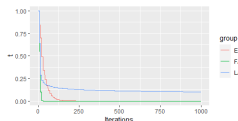
Annealing schedules

$$t(k+1) = \frac{\ln(2)}{\ln(k+1)} t_{in} \quad t(k+1) = \gamma t(k) \quad t(k+1) = \frac{1}{k+1}$$

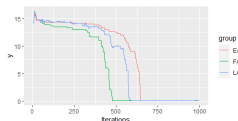
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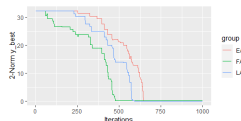
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(a) Temperature over iterations

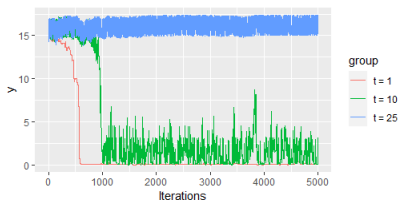


(b) Value of f over iterations

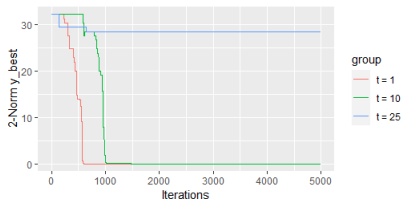


(c) Error on iterations

Initial conditions

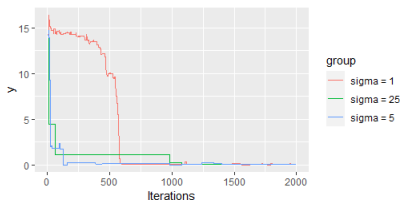


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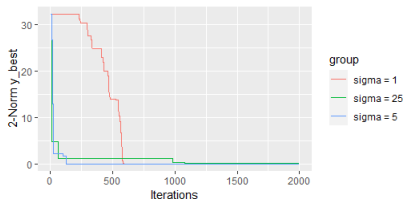


(b) Error on iterations

Random parameters



(a) Value of f over iterations



(b) Error on iterations